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# Petri's Philter (Potion) | [SIGN IN TO EDIT](#) |



This fan-fiction article, **Petri's Philter (Potion)**, was written by [Adalwulf of Aedirn](#) and [Witcher190](#). Please do not edit this fiction without the writers' permission.



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Petri's Philter](#).

*"This potion, created by a student of a famous mage of the first Conclave, is weaker than Stammelford's Philtre, but has no side effects. Petri's Philter increases the intensity of witcher Signs – the impact of the Aard, the defenses of the Quen, the effectiveness of the Yrden, and so on. The potion increases Toxicity very markedly when imbibed. It is recommended for witchers who rely more heavily on magic than on their swords, and before fights against monsters vulnerable to Signs."*

—Fragment from the book "Weapons of the witcher", recovered from the library of Kaer Seren by [Jalast](#) during the reconstruction of the Griffin fortress.

Following the [Conjunction of the Spheres](#), the mages working with witchers would develop this potion specifically to strengthen the power of the Signs that witcher's employ.

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## Brewing and Alchemical Ingredient Explanation

The method for preparing the Petri's Philter potion is as follows for the base-level potion:

1. Begin by mashing the five Aranaria in a mortle and pestle.
2. Add the crushed Arenaria to a pot of water with the unit of Specter dust and stir until incorporated. Heat to a low boil.
3. Once the mixture has simmered for a few minutes, strain out anything solid and set the liquid aside. (Obviously potions should not be chunky so solids are drained out for the next step.)
4. In a separate pot, pour the Dwarven Spirit and bring it to a simmer. (This will burn off some of the alcohol from the Spirit)
5. Add the strained liquid from step 3 to the Dwarven spirit, and simmer the mixture for a few minutes.
6. Bottle the potion and allow it to cool before using.

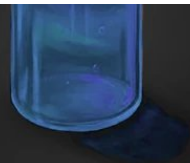
## Effects

The primary and immediate effect of Petri's Philter is a significant enhancement of a witcher's Signs. Serving as a potent booster to the body's magical capabilities, the potion empowers Signs with increased potency, range, and precision.

## Contraeffects/Side Effects

Some of the potential side effects of consuming Petri's Philter potion are:

- **Allergic reactions:** In witchers who happen to be Sources, the potion can trigger allergic reactions, such as itching and hives, for example. This is a natural body response to the elixir, sensing an overload of magic (from the substantial amount of magic) that it can channel. The purpose of Petri's Philter, as already mentioned, in essence, is to open a witcher further to the Chaos, enhancing their Signs. This is something a Source may not need as much, depending on the situation.
- **Gastrointestinal Distress:** Like with other potions, witchers may experience gastrointestinal distress, including nausea or stomach discomfort. This could be attributed to the potent combination of ingredients the properties of the potion, and its toxicity affecting the digestive system after its initial consumption.
- **Headaches:** As a booster, Petri's Philter can cause headaches ranging from mild to moderate in the witcher, once the potion's effects wear off, and the body returns to its normal level of channeled Chaos (whether they are a Source or not; in the case of a Source, the pain may be more intense).
- **Nervousness:** The potion may leave a lingering effect of nervousness in the body once its effects subside. This is due to the same reasons that can cause headaches. However, nervousness tends to be of much shorter duration and lower intensity than



### Information

Ingredients	<b>Base Level</b>
	<ul style="list-style-type: none"><li>• 5 units of Arenaria</li><li>• 1 unit of Specter dust</li></ul>
	<b>Enhanced Solution</b>
	<ul style="list-style-type: none"><li>• 1 Bottle of Petri's Philter</li><li>• 1 Bottle of Alcohest</li><li>• 6 units of Arenaria</li><li>• 1 unit of Buckthorn</li><li>• 2 units of Specter dust</li></ul>
	<b>Superior Solution</b>
	<ul style="list-style-type: none"><li>• 1 Bottle of Enhanced Petri's Philter</li><li>• 1 Bottle of White Gull</li><li>• 4 units of Arenaria</li><li>• 4 units of Buckthorn</li><li>• 1 unit of Longrube</li><li>• 1 unit of Ranogrin</li><li>• 1 unit of Rubedo</li></ul>

Base	Dwarven Spirit
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Contraeffect(s)	Allergic reactions ( Sources only ) Gastrointestinal Distress Headaches Nervousness Temporary Magical Inhibition Toxicity Limitation for Hand-to-Hand Combat Specialists
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Toxicity	Very high
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Duration	From 8 hours to a day ( depends on the version )
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the aforementioned side effect, manifesting as fidgety fingers or a sensation of eyelid tremors, for example.

- **Temporary Magical Inhibition:** Paradoxically, after the heightened magical state induced by Petri's Philter wears off, some witchers might experience a temporary decrease in magical ability, ranging from a few hours to a day if not fixed with the Swallow potion. This manifests as a brief period of weakened **Signs** in comparison to the usual intensity (in Sources, it can be manifested as an impossibility to use Signs during that period).
- **Toxicity Limitation for Hand-to-Hand Combat Specialists:** Witchers who favor hand-to-hand combat often refrain from using Petri's Philter due to its high toxicity. The potion's potent magical enhancement comes at the cost of increased toxicity, making it incompatible with the simultaneous use of other potions. The toxicity of Petri's Philter surpasses the body's capacity to handle additional elixirs, forcing witchers to prioritize between the benefits of enhanced magical abilities and the utilization of other beneficial potions.

## Trivia

- For a more in-universe and not so "gameplay mechanics" version, the information given by The Witcher 1 has been used to elaborate the article.

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